

ABSTRACT OF THE DISCLOSURE

A central position of each character participating in a battle is obtained as a fixation point, and multiple temporary points are set on a hemisphere around the fixation point. Each temporary viewpoint position is set on a straight line connecting
5 the fixation point to each temporary point. Each temporary viewpoint position is a position from which all characters can be projected on a virtual screen when perspective transformation is executed at a predetermined visual angle and a distance to the fixation point is shortest. Points are given to each temporary viewpoint position based on the
10 result of a distance evaluation, an angle evaluation, an overlap evaluation, and a height difference evaluation. The top scoring temporary viewpoint positions are selected as positions where the viewpoint of a virtual camera should be moved.